**Find the culprit**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script>  
 alert( “I’m JavaScript!’);  
 </script>  
 Whats the error in this ?  
</body>  
</html>

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

Syntax error. The correct code is

<!DOCTYPE html>  
<html>  
<body>  
 <script>  
 alert( “I’m JavaScript!”);  
 </script>  
 Whats the error in this ?  
</body>  
</html>

**Find the culprit and invoke the alert**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

scripts.js

alert(“I’m invoked!”);

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

The correct ans is :

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”scripts.js”></script>  
</body>  
</html>

scripts.js

alert(“I’m invoked!”);

**Explain the below how it works**

explain.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

alert("I'm JavaScript!");  
alert('Hello') // this line is not having semicolon  
alert(`Wor  
 ld`)  
alert(3 +  
1  
+ 2); // this is multiple line code and its working

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

JavaScript does not strictly require semicolons. When there is a place where a semicolon was needed, it adds it behind the scenes.Multiline work because they are in parentheses.

**Fix the below to alert**Guvi geek

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

let admin=9, fname=10.5;   
fname = "Guvi";  
lname = "geek"  
admin = fname+lname;alert( admin ); // "Guvi geek"

let admin=9, fname=10.5;   
fname = "Guvi";  
lname = " geek"  
admin = fname+lname;alert( admin ); // "Guvi geek"

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

**Fix the below to alert**hello Guvi geek

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

let fname=10.5;   
fname = "Guvi";  
lname = "geek"let name = fname+lname;alert( 'hello ${name}' );

let fname=10.5;   
fname = "Guvi";  
lname = " geek";

let name = fname+lname;alert( 'hello ${name}' );

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

**Fix the below to alert sum of two numbers**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

let a = prompt("First number?");  
let b = prompt("Second number?");  
alert(a + b);

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

let a = prompt("First number?");  
let b = prompt("Second number?");  
alert(+a + +b);

**If you run the below scritpt you will get “**Code is Blasted**”**

**Explain Why the Code is blasted and how to diffuse it and get “**Diffused**”.**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

var a = "2" > "12";//Don't touch below this  
if (a) {  
 console.log("Code is Blasted")  
}  
else  
{  
 console.log("Diffused")   
}

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

var a = "1" > "12";//Don't touch below this

if (a) {

  console.log("Code is Blasted")

}

else

{

  console.log("Diffused")

}

**How to get the success in console.**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

let a = prompt("Enter a number?");//Don't modify any code below thisif (a) {  
 console.log( 'OMG it works for any number inc 0' );  
}  
else  
{  
 console.log( "Success" );  
}

When nothing is entererd in the prompt, then the ans is “Success”

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

**How to get the correct score in console.**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

let value = prompt('How many runs you scored in this ball');  
if (value === 4) {  
 console.log("You hit a Four");  
} else if (value === 6) {  
 console.log("You hit a Six");  
} else {  
 console.log("I couldn't figure out");  
}

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

let value = prompt('How many runs you scored in this ball');

if (value === 4) {

      console.log("You hit a Four");

} else if (value === 6) {

      console.log("You hit a Six");

} else {

      console.log("you scored  ",value, " runs");

}

**Fix the code to welcome the Employee**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

let login = 'Employee';  
let message = (login == 'Employee') ? :  
 (login == 'Director') ? 'Greetings' :  
 (login == '') ? 'No login' :  
 '';console.log(message);

let login = 'Employee';

let message = (login == 'Employee') ||

  (login == 'Director') ? 'Greetings' :'No login';

  console.log(message);

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

**Fix the code to welcome the boss**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

// You cant change the value of the msg  
let message;if (null || 2 || undefined )  
{  
 let message = "welcome boss";  
}  
else  
{  
 let message = "Go away";  
}  
 console.log(message);

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

let message;

console.log(message);

if (true)

{

 message = "welcome boss";

 console.log(message);//”let is removed “

}

else

{

 let message = "Go away";

}

  console.log(message);//”welcome boss” sice let is removed

**Fix the code to welcome the boss**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

let message;  
let lock = 2;//Dont change any code below this if (null || lock || undefined )  
{  
 message = "Go away";  
}  
else  
{  
 message = "welcome";  
}  
 console.log(message);

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

let message;

let lock ;//Dont change any code below this

if (null || lock || undefined )

{

  message = "Go away";

}

else

{

 message = "welcome";

}

  console.log(message);

**Fix the code to welcome the boss**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

let message;  
let lock = 2;//Dont change any code below thisif (lock && " " || undefined )  
{  
 message = "Go away";  
}  
else  
{  
 message = "welcome";  
}  
console.log(message);

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

  let message;

let lock = null;//Dont change any code below this

if (lock && " " || undefined )

{

  message = "Go away";

}

else

{

 message = "welcome";

}

console.log(message);

**Change the code to print**

3

2

1

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

//You can change only 2 characterslet i = 3;while (i) {  
 console.log( --i );  
}

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

let i = 3;

while (i) {

  console.log( i-- );

}

**Change the code to print 1 to 10 in 4 lines**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

let num = 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)  
num += 1  
console.log(num)

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

let i = 0;

while (i<10) {

  console.log( i++ );

}

**Change the code to print even numbers**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

//You are allowed to modify only one character for (let num = 2; num <= 20; num += 1) {  
 console.log(num)  
}

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

for (let num = 2; num <= 20; num += 2) {

  console.log(num)

}

**Change the code to print all the gifts**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

let gifts = ["teddy bear", "drone", "doll"];for (let i = 0; i < 3; i++) {  
 console.log('Wrapped ${'gifts[i]'} and added a bow!');  
}

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

let gifts = ["teddy bear", "drone", "doll"];

for (let i = 0; i < 3; i++)

{

  console.log('Wrapped '+gifts[i]+' and added a bow!');

}

**Fix the code to disarm the bomb.**

fix.html

<!DOCTYPE html>  
<html>  
<body>  
 <script src=”script.js”></script>  
</body>  
</html>

script.js

let countdown = 100;while (countdown > 0) {  
 countdown--;  
 if(countdown == 0)  
 {  
 console.log("bomb triggered");  
 }  
}

— — — — — — — — — — — — — — — — — — — — — — — — — — — — — — -

let countdown = 100;while (countdown > 0) {

  countdown--;

  if(countdown == -1)

  {

   console.log("bomb triggered");

  }

}

Whats the msg printed and why?

var lemein = “0”;  
var lemeout = 0;  
var msg = “”;if (lemein) {  
 msg += “hi”;  
 }if (lemeout) {  
 msg += ‘Hello’;  
}console.log(msg);

hi is printed

because if will check for the following

1)undefined

2)null

3)0

4)NaN

5)false

**Fix the code to get the largest of three.**

Code:

aa = (f,s,t) => {  
 let f,s,t;  
 console.log(f,s,t);  
 if(f>s &&f>t){  
 console.log(f)}  
 else if(s>f && s>t){  
 console.log(s)}  
 else{  
 console.log(t)}  
}aa(1,2,3);

— — — — — — — — — — — — — — — — — — — — — — — — —

aa = ((f,s,t) => {

 //let f,s,t;

 console.log(f,s,t);

 if(f>s &&f>t){

 console.log(f)}

 else if(s>f && s>t){

 console.log(s)}

 else{

 console.log(t)}

})(1,2,3);

**Fix the code to Sum of the digits present in the number**

Code:

let n = 123;console.log(add(n));function add(n)  
{  
let sum = 10;  
for(var i=0;i<n.length;i++){  
 sum+=n[i]  
 }  
 return sum;  
}

— — — — — — — — — — — — —…

let n = 123;

 console.log(add(n.toString()));

 function add(n)

{

let sum = 0;

for(var i=0;i<n.length;i++)

{

    sum+= +n[i];

 }

 return sum;

}